



A land inhabited by humans and the Kascuza - humans with beast-like features. The two races are always at war. After an accident in one of the human summoning facilities, one of the main characters, Reiha, whose uncontrollable power triggered the tragedy, has been assumed dead along with her father. In truth, the Kascuza took her in. A Summon Beast lad named Aldo was the result of the terrible accident. Seven years after, the spirits of nature suddenly went wild and unpredictable just before their coming of age ceremony. The two of them, with the company of friends sought out answers to the strange incidents by visiting the human domain.



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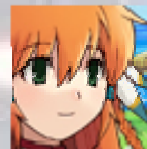
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## Author's Note



Hello reader and welcome to my walkthrough for a wonderful DS game, Summon Nights - Twin Age. Due to heavy FPS and shooter grinding for the last few weeks, I decided to play and cover this game. I just felt the need to rest my brains and eyes from too much blood and violence. The game really appealed to me since these are very similar to the games I play and loved before when I was a kid.

I won't say this guide is better than the ones available on the net; However, I hope the additional screenshots and custom tips I'll include in the guide should suffice. I am playing the game both on the [iDeaS](#) emulator (for my screenshots) and on my NDSL for my real file. The gameplay using the emulator is stable; however, please don't mind the glitchy graphics that may be included in some of the screenshots.

If you have questions, suggestions and additional tips you would like to add, kindly refer to the credits page for my contact email add or my [official homepage](#). This guide is distributed FREE and can be downloaded in major gaming sites I usually contribute to. I don't request for payments but if you are generous enough to pitch in a dollar or two to support my projects, I would greatly appreciate that.

~~ Paul



## Game Basics



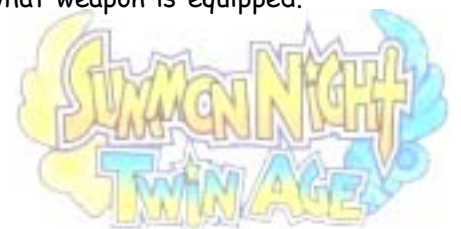
The game is documented enough to provide tutorials along the way. But we will discuss some of the basics here. First, we'll talk about gameplay.

SNTA is a stylus-based action RPG. You'll select options, move your character and interact with objects using your stylus. If you have played MMORPGs or Diablo II, this will pretty much remind you of those. Tap an empty space and your character will move to the spot. Tap an enemy or object and your character will attack it. Attacking an enemy with skills requires different commands like drawing a line or selecting multiple enemies. Characters will automatically 'absorb' dropped items from enemies and objects by walking near them. This feature saves time and the frustration of picking up multiple items.



Like conventional RPGs, leveling up and skills are integral to the character's overall development. Defeating enemies will earn you experience. As you gain experience you level up, giving your characters access to new skills and even increase the levels of the skills they already have.

The characters' skill tree is divided into several ranks. Skills are interconnected. Some may require certain skills or levels as pre-requisites for them to become available. Also, you'll need **Skill Points** to 'purchase' the skills. These are earned when your characters level up. Some of Aldo's skills however, can be only be used depending on what weapon is equipped. (Sword, axe or spear)







The world map is the only place where you can purchase skills, summon beasts, etc. The only shop in the game is the merchant ship, Dolphin Song. Here you can resupply your team and get some sidequests as well. More of these topics will be tackled in detail along the way.







## Walkthrough



Choose your character; name your main character then your partner. The first chapter will then start...



### Chapter 0 The Changing Wind

#### - Home -

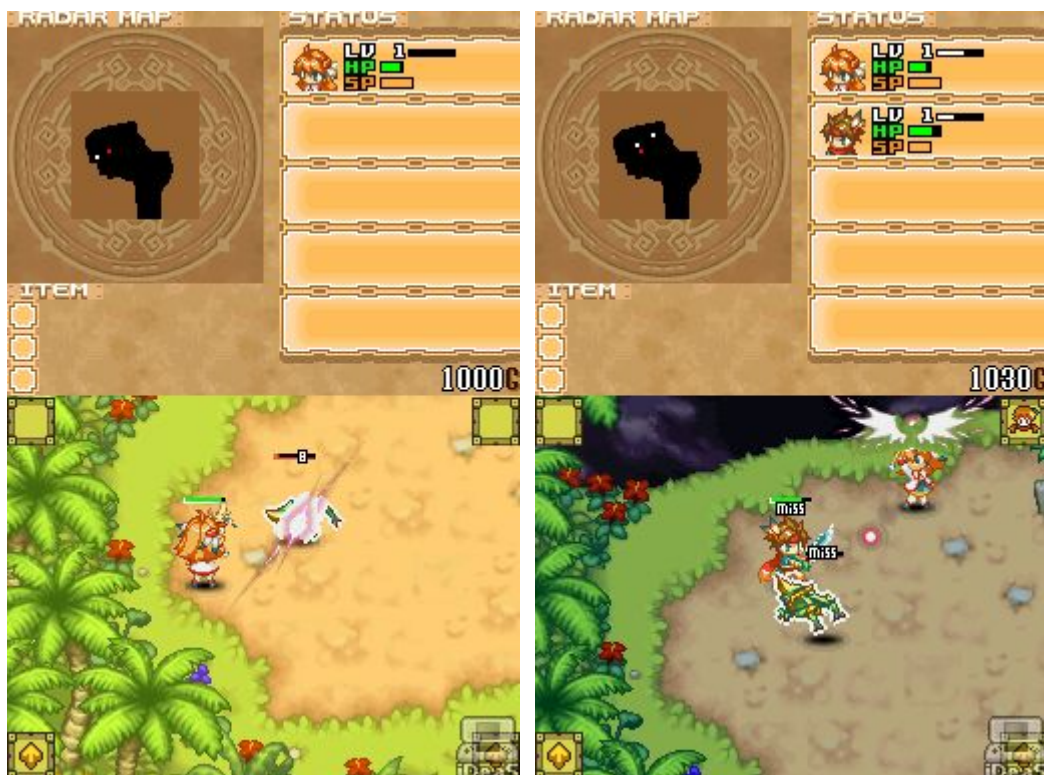
After some conversation, you'll be taken to the World Map. Just select the default destination. You will also receive some hints as well. Move to Spirit Hill.

#### - Spirit Hill -

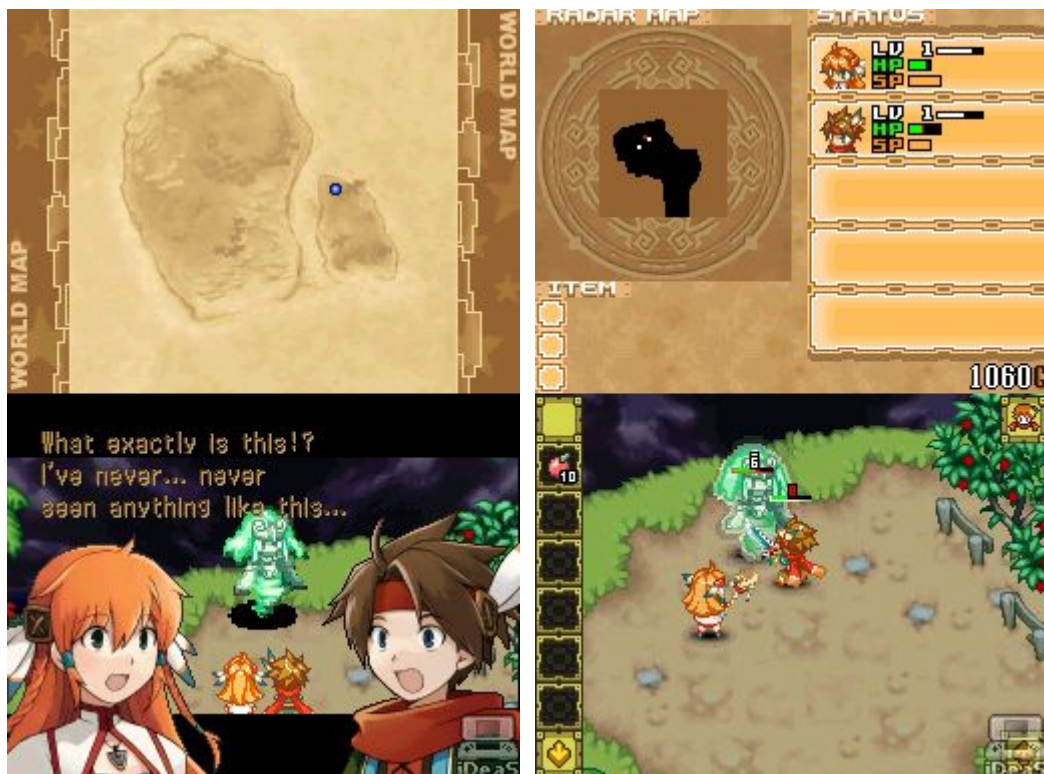
Just watch the scenes. You'll be in for your first battle. Read through the tips and commands. If you have played online-RPGs or Diablo II, you should be familiar with these kinds of controls. If you are using Aldo, just keep on attacking. If Rheina, you'll need to shoot a projectile, run, then shoot again. Grab all the loot after the battle.

More scenes will follow. You'll be in for another battle, this time with your partner. You can also change main characters, as instructed in the game. Just attack the same target to eliminate the enemies at once.





After a short conversation, the first boss will appear. You will also receive a tutorial on how to use command palettes. For this boss battle, control either character. Use Berries to heal your partner. Get **Cloth Robe** x1.



Chat: Talk to partner  
 Chapter ends.  
 Increase support rank save then exit screen.  
 (The characters you used in your party earns Support Rank points)





## Chapter 1 Torn Apart

### - Home -

You can move to the red marked area for an event. You can also check your menu to get hold of what's inside. Once done, exit to the left.

You'll be taken to the world map where two new locations will be unlocked. One is your next objective while the other is a merchant ship called Dolphin Song where you can stock items and equipment.



### - Dolphin Song -

Talk to the owner near the stall to get a sidequest. You'll need to collect 10 Iron Ores. If there's nothing there that meets your fancy, head back to the world map.

### - World Map -

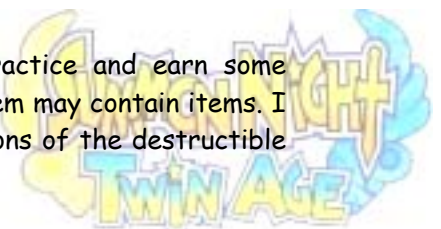
At this point you won't be able to get new skills. You can still increase the level of Aldo's Sword Dance. Edit your command palette as well and put in some skills and recovery items.

### - Abada Canyon -

After the scenes, head north. Make sure you make one final check with your skills before leaving.

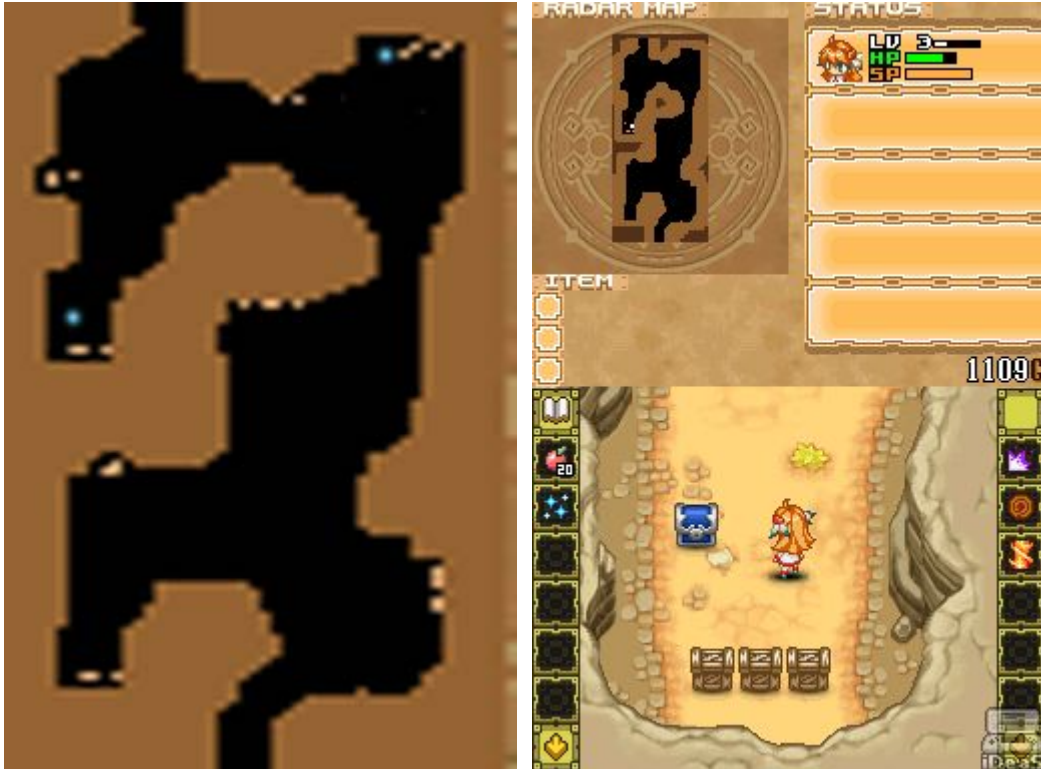
### - Area 2 -

There are some enemies here so attack them immediately to practice and earn some experience. There are crates here that you can destroy. Some of them may contain items. I am not sure if the items are randomized so I'll just mark the locations of the destructible objects and the unique blue chests.



**Enemies:** Fatoad, Grassraptor

**Blue Chests:** Banna Cookie, 100G



**- Area 3 -**

Use the savepoint here then head to the next area.

**- Area 4 -**

You'll be thrown immediately into a mini-boss battle. This battle isn't that hard so just attack it. If you defeated all the enemies in Area 2, you should have gained a level by now. Grab all the loot this enemy drops. You'll get iron ores from this enemy as well. Just head north to the next area.





- Area 5 -

Here you'll join up with your partner. After your short reunion, you'll be immediately thrown into a battle. Work with your partner to defeat the enemies. Chapter ends.

## Chapter 2 World Gone Awry

After the scenes, you'll be back in the world map. Marbado Forest will be unlocked. Make sure to check your skills and items. Also, you can return to Dolphin Song and deliver the iron ores to complete the request. You'll get **Banna Yogurt** as reward. Also, you can do some level grinding by visiting Abada Canyon. Continue until you reach Area 5. The north exit brings you back to the world map. The left path leads to another area. This is optional though; if you're not interested, skip this part.

- Abada Canyon /Area 6 -

**Blue Chests:** Banna Cookie, 300G



- Marbado Forest/Area 1 -

There will be new enemies here but nothing you can't handle. Refer to the map below for the locations of blue chests. Make sure to destroy all destructible urns and crates. Head north to reach the next area.

**Enemies:** Birgus, Grasspider, Flowerspider

**Blue chests:** Fresh Juice, Iron Ore





**- Area 2 -**

Blue chest: Banna Cookie, Warp Wing



**- Area 3 -**

Savepoint.





- Area 4 -

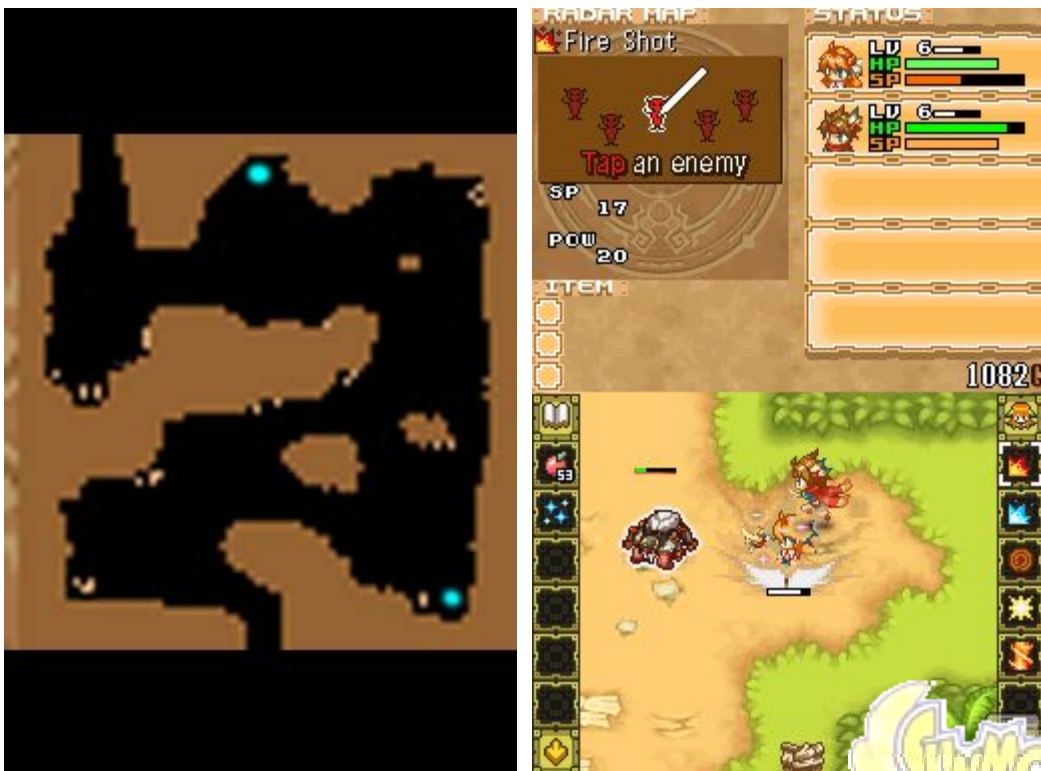
Blue Chests: 150G, 350G



- Area 5 -

Blue chests: Fresh Juice, Banna Yogurt

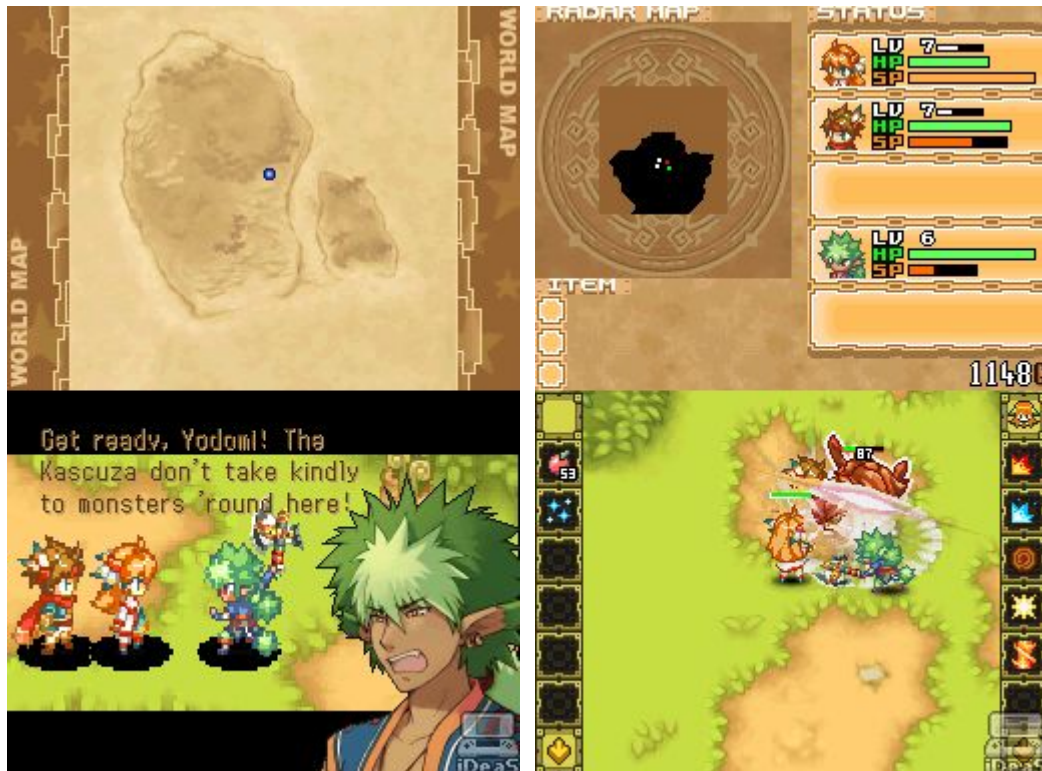
There may be a Flowerspider around here as well. It will run from battle so chase it and kill it for some good loot.



- Area 6 -

Savepoint. Prepare for a boss battle ahead.

- Area 7 -



Watch the scenes and a new character, Nassau, will join your team.

This boss has a lot of HP and does hit hard so it's better to dispatch the smaller fries first. Target the boss with Marsh Trap since its minions will tend to swarm around it. While it's active, support Aldo and Nassau with offensive and recovery spells. The minions don't take that long to defeat. Don't let your guard down though; this boss is still dangerous even when alone.

Obtain **Flask** after the end of the battle.

Chat: Nassau or Aldo (The one you talk to will receive more support rank points)

Chapter ends.





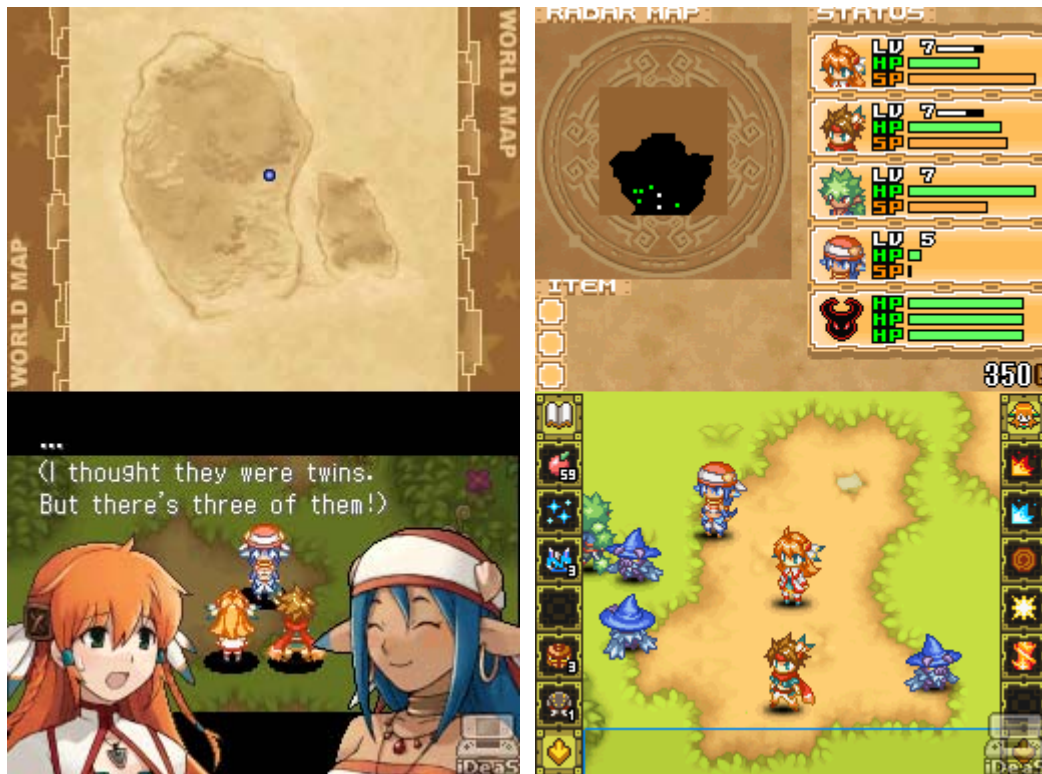
## Chapter 3

### Guardians

After the conversation, watch more scenes. You'll be taken back to the world map. Shrine will now be accessible. Head to your party selection menu and select Nassau to join your party. You can resupply at Dolphin Song if you want. Talk to the head merchant and he will ask help from you. Don't forget to check your equipment and learn some skills as well. If you'll do the sidequest, head to Marbado Forest. Otherwise, skip this part and head directly to the Shrine.

#### - Marbado Forest -

After the conversation, you'll need to escort the clerk safely to the entrance. Just backtrack to the entrance. You'll get **Clueless** x2 once you escort the clerk safely. You may now go to your real destination.



#### - Shrine / Area 1-

Head north to the next area.

**Enemies:** Rock Turtle

**Blue Chests:** Banna Yogurt, <empty>





- Area 2 -

Enemies: Earth D'uhm

Blue Chests: 200G, Flask



- Area 3 -

Save point





**- Area 4 -**

Enemies: Sky D'uhm, Sky Spirit

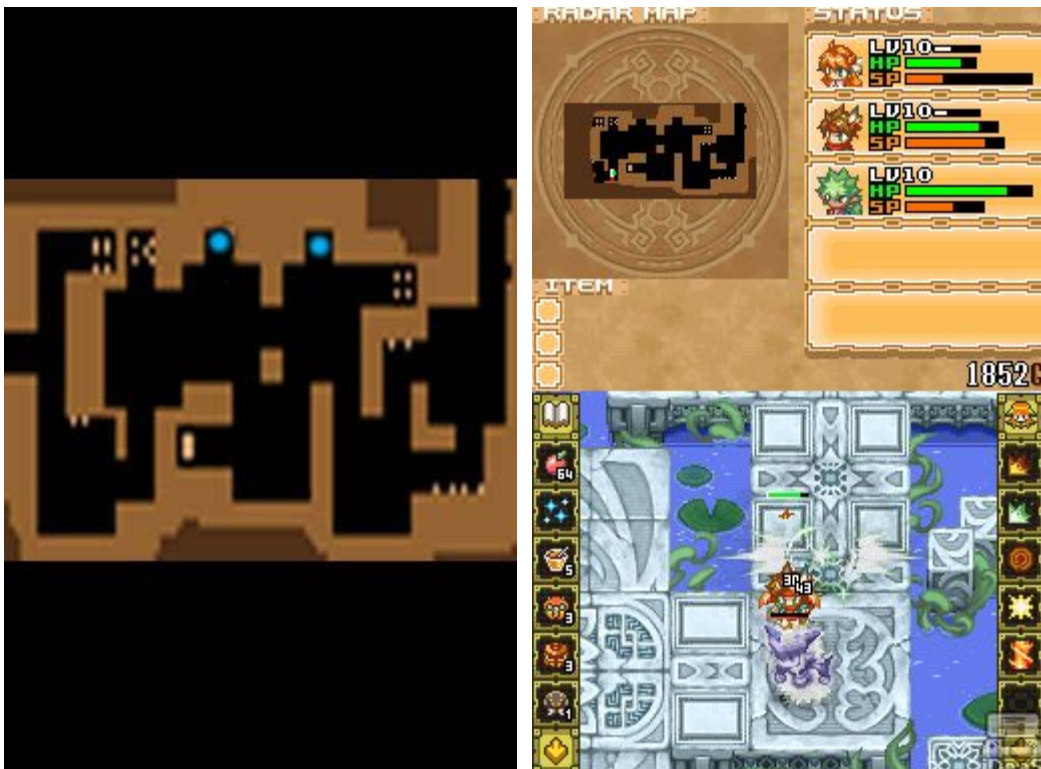
Blue Chests: Warp Wing,

Continue to the central area for a scene. Find the Sky D'uhm in the central area. Defeat it for a good amount of EXP. Head to the bottom left corner to reach the next area.



**- Area 5 -**

Blue Chests: 500G, Tasty Tea



- Area 6 -

Save point. Prepare your equipment for a boss fight.

- Area 7 -

Ingel will be your guest here so you can just leave him alone. Concentrate on dispatching the minions first. The boss can really damage hard so you'll need to keep an eye on party's HP. Provide support with healing items and spells. The battle shouldn't be that hard with the old man on your side.



Chapter ends after conversation.





## Chapter 4

### The Princess' Wish

Throne will now be accessible. Head back first to the Dolphin Song to restock supplies if you need to and to get a new accessory. (Power Band) Get some new skills then proceed to your next destination.

#### - Throne / Area 1 -

**Enemy:** Hauspider, Light D'uhm, Aqua D'uhm

**Blue Chest:** Cloth, Banna Yogurt



#### - Area 2 -

**Blue Chests:** 300G, Tasty Tea

There will be two exits in this area. Exit to the bottom right first to visit area 4 which leads to a dead end in 5(B) but there are items you can collect here so visit it first. Once done, head back to area 2 then area 3. Save.

#### - Area 3 -

Save point

#### - Area 4 -

**Blue Chests:** Fresh Juice, Tasty Tea

#### - Area 5B - (Dead End)

**Blue Chest:** Banna Yogurt





- Area 5A -

Enemies: Aqua D'uhm (LV13), Aqua Spirit

Blue Chest: 500G



- Area 6 -

Save point. Prepare for a boss fight.





- Area 7 -

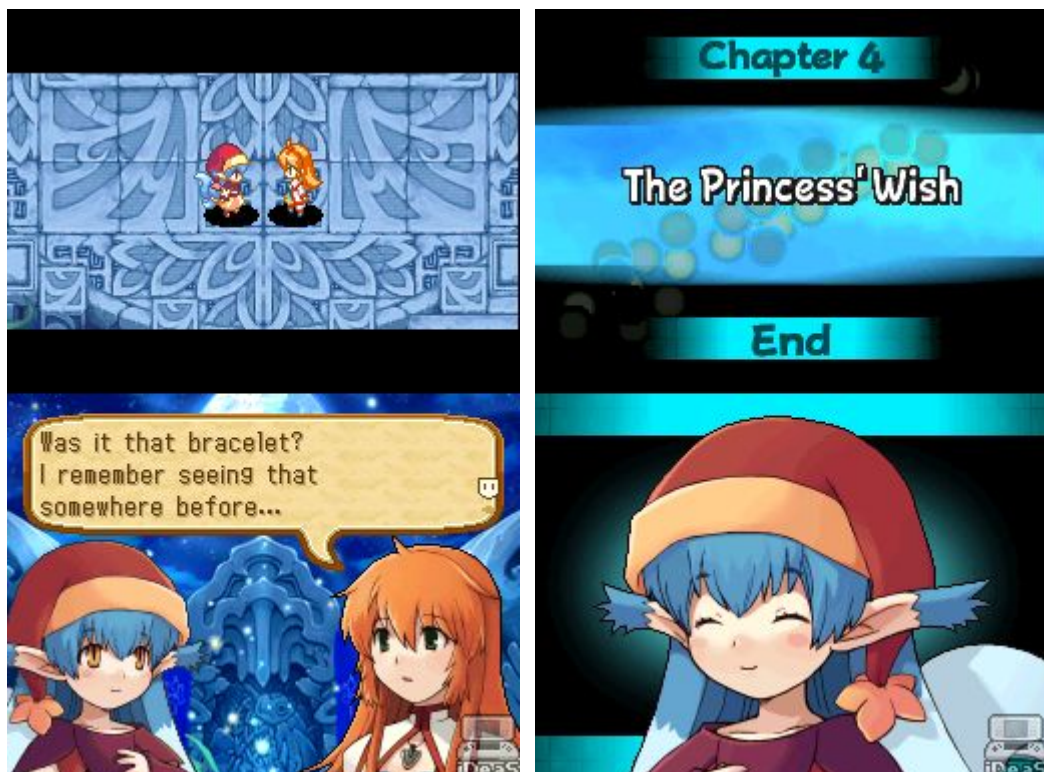
Protect Ayn; keep the battle away from her. Nassau and Aldo will do a great job in stalling the enemy. Just keep attacking at a distance or provide healing spells/items. Your summoned beasts will also help a lot here since there is only one target



Get Power Band

Chat with party members.

Chapter ends.



## Chapter 5 Domain of Man

After the scene, the game confirms that Ayn joins the party. Stock up and/or include her in your active party if you wish. Return to the Dolphin Song and talk to the clerk in front of the stall. She'll request for a Banna Yogurt which you should already have (unless you used all of them). You'll receive a **Tasty Tea** in return. Make sure to forge new equipment and items as well. Make sure to get new skills while in the world map.



When ready, head to the next destination.

### - Shrine -

Read through the conversations. A new destination will be available.

### - Amnio's Passage / Area 1 -

Avoid stepping on the poison muck.

**Enemies:** Cave Turtle, Worker Ant  
**Blue Chest:** Warp Wing, Banna Yogurt

### - Area 2 -

Save point

### - Area 3A -

**Enemies:** Soldier Ant  
**Blue Chest:** Flask







- Area 4 -

Enemies: Earth Spirit

Blue Chest: <empty>, Tasty Tea

- Area 3B -

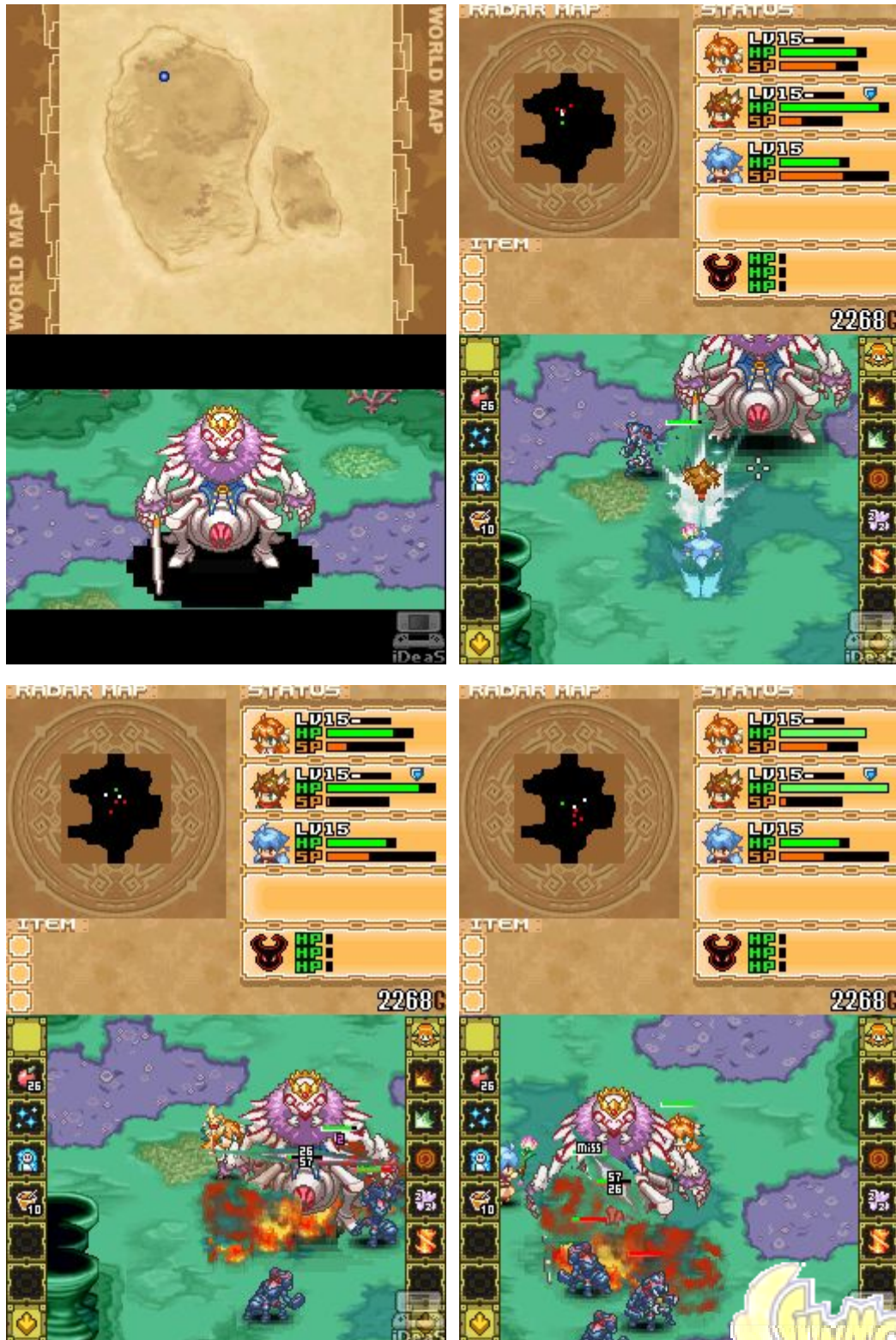
Blue Chest: 500G



-Area 5-  
Save point

- Area 6 -

This boss releases eggs that immediately turn into soldier yodomis. Fire works well against these guys so keep the fight away from your healer(s) and use area-damaging spells and attacks.





## Chapter 6

### The Hermit

In the world map, you can now change maps. Don't worry, the Dolphin Song will still be there. A new location will be unlocked. (Diona Desert)

#### - Diona Desert / Area 1 -

**Enemies:** Sand Crab, Crevette

**Blue Chests:** 400G, Golden Ore



New components can be acquired here. If you feel like it, head back to Dolphin Song after getting the Golden Ore and forge Dumbbell or Golden Sword to give an edge to your main character. Also, avoid getting trapped in the quicksand when the enemies are swarming or you'll be in a world of hurt.

#### - Area 2 -

**Enemies:** Camaron, Fire Spirit

**Blue Chests:** Banna Yogurt, Ener-Z drink

#### - Area 4A -

*(Second screenshot to the left)*

**Blue Chests:** Golden Ore

#### - Area 3 -

There will be a little event here. Savepoint.







- Area 5 -

Blue Chests: Tasty Tea, Ener-Z drink

- Area 4B -

Enemies: Ebi

Blue Chests: 800G

If you have been sweeping the enemies here and defeating them all, you could have come across with the Ebi. It doesn't look any different from the Crevette and Camaron but it does drop larger amount of gold and worth more experience than its lesser versions.



- Area 6 -

Save point

- Area 7 -

Watch the scenes. You'll be in a boss battle.

This boss is probably the first tough battle you'll come across yet. He hits hard and fast so make sure you heal pretty often. If you have Ayn, control Aldo and continue attacking. If you are controlling Reiha, make sure to cast support skills like Atk up and heal. If you are having problems defeating this boss, try increasing Heal's level and learn SP recover. These two spells will come in handy in this battle.

This battle may take a while even with two attackers. His spells can knock characters back with a great deal of damage; chances are you won't have that much chance delivering offensive spells into use since you'll pretty much concentrate on healing instead. Just keep on buffing your attackers, heal and recover SP.



Just read through the conversations.

Chat with party members.



## Chapter 7

### Shifting Ideas

After the scene, head to the Dolphin Song to find those apprentice summoners. Talk to the guy and he'll request for a Genius Soda. You can forge some new weapons here as well. Warp Wing will now be available in the shop as well. Head to Diona Desert to proceed with the story.

#### - Diona Desert -

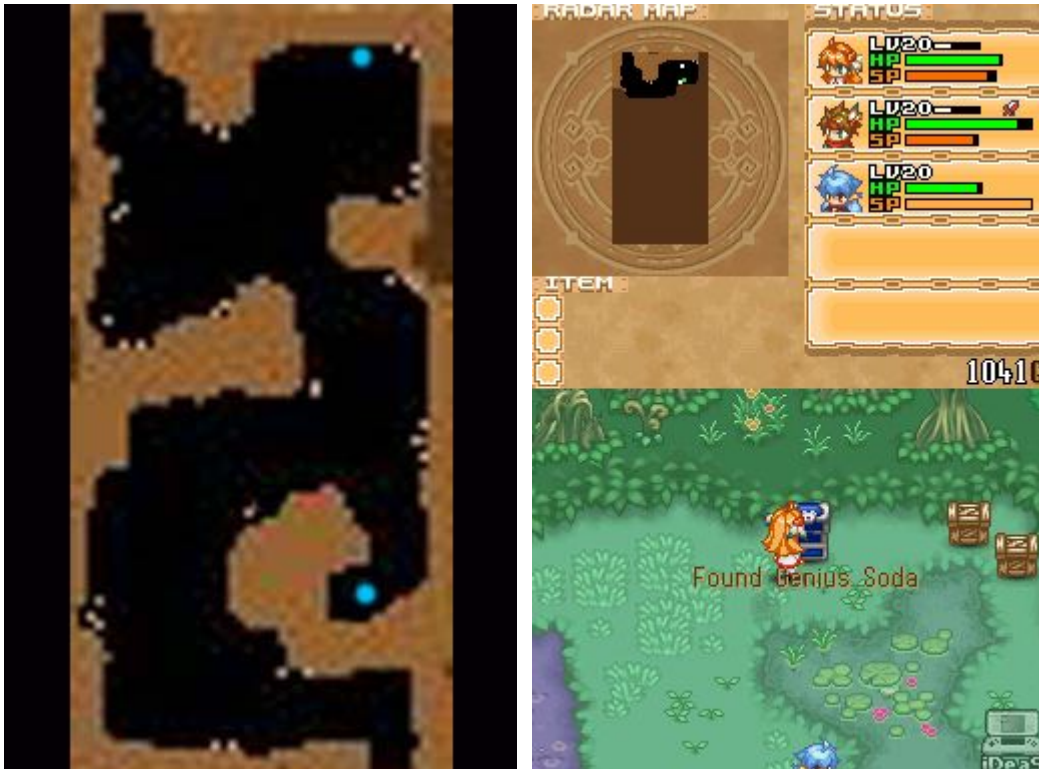
Watch the scene, new location will be unlocked (Eos Forest)

#### - Eos Forest / Area 1-

**Enemies:** Bog Frog, Beetle Jr, Mr. Beetle

**Blue Chests:** Genius Soda, Flask

Watch the scenes. Be careful of the poison mucks again. Head to the top right corner to get a Genius Soda. You may return to the Dolphin Song and give it to the guy there to receive Nassau Vest.



Continue exploring the area. The areas here are pretty large. Just be aware of the beetle swarms that will try to mob you. They are dangerous in groups so make sure you use area damaging spells/skills to eliminate several of them in one blow.



- Area 2 -

Enemies: Wind Spirit

Blue Chests: Ener-Z drink, 800G



- Area 3 -

Save point

- Area 4 -

Blue Chests: Rookie 1, 1000G



- Area 5 -

Blue Chests: Warp Wing, <empty>

This is a large open area with some bug mobs. Avoid getting mobbed or you'll be in trouble.



- Area 6 -

Save point

- Area 7 -

You'll be in for a boss battle.



Just like Mardin, this guy is tough and dangerous. He casts sleep on your characters; you can only be awakened by getting hit by his attacks. Also, beware of the twister he releases; it does continuous damage if you get caught in its tracks. He will abuse using those two major skills together so make sure to control Reiha and take care of the healing and curing. Obviously, don't fight in the poison goo. Keep your allies' HP above 40% at least throughout the battle to ensure that they won't be knocked out. Also, make sure to recover your SP during short "breathers" or if your allies' health is still high. There is no specific attack that will work effectively against this boss so just use whatever you got and throw it all at him.

Watch the scenes, chapter ends.





## Chapter 8

### A Human Girl

Watch the scenes and you'll be returned to the world map. Get some new skills and edit you command palette as necessary. There won't be new requests in the Dolphin Song. Though there is a couple of new weapons there, you won't be able to get them yet since the materials are still not available. Just head to your next destination.

#### - Catheirn? / Area 1 -

**Enemies:** Stone Crab, Aqua Sentinel, Fire Sentinel

**Blue Chests:** Banna Wiggly, Genius Soda

Watch the scenes first. Once in control, you can now navigate the area. Avoid staying on the spikes for too long since it can damage you. As for the blue chests, their locations are shown in the screenshots below.



#### - Area 2 -

**Enemies:** FlameSentauro, Fire Spirit, AquaSentauro

**Blue Chests:** 900G, Student 1

Here you can find a FlameSentauro and an AquaSentauro, more powerful versions of the sentinels in the area. Kill it for more loot and exp. Take the top left corner (3) path first.

#### - Area 3 -

<vacant area>





#### - Area 4 -

**Enemies:** FireSentaurs

**Blue Chests:** Tough Rubber, Rookie 2

This area will be packed with sentaurs. Avoid getting caught in the middle and keep them away from your spellcasters. Use area-damaging spells for maximum effectiveness.



#### - Area 5 -

Save point





- Area 6 -

Blue Chests: 1500G, Genius Soda



- Area 7 -

Savepoint

- Area 8 -

Watch some scenes. Boss battle.





This boss isn't hard but it has an attack that can take out your characters easily if not careful. I suggest controlling Reiha and take care of the healing. Heal Supreme will help a lot here. Beware when the enemy seems to be charging. It will release a devastating nova blast around it. If you want to know how much damage it can deal, refer to the second screenshot above. Just keep healing and keep your party's HP above 50%, you'll be fine.

After some conversation, Ticah will join the party. You'll be taken back to the World Map. There is an event in Diona Desert.

**- Diona Desert -**

Watch the scenes. Party Chat after that and the chapter ends.



## Chapter 9

### Separate Ways

Watch the scenes. After that, return to the Dolphin Song. Talk to the female apprentice summoner and agree to bring her a Mana Robe. You can get one from the shop for 2260 gold. You'll get x5 Banna Wiggly in return. Talk to the other girl and she'll tell you that Nemo is missing. Agree to find him. Head to Eos Forest.



#### - Eos Forest / Area 3 -

You'll automatically find Nemo and you'll need to escort him to the entrance. There's a savepoint nearby so make sure you use it. Head to the left to reach area 2 then the entrance. Remember that Nemo has low def and HP so keep the battle away from him. Keep him also away from the marshes. Try controlling Reiha and fight at a distance. Nassau will be very handy in this sidequest. You'll receive **3ATK Scroll**.

Once you're back to the world map, check out some new skills if you still haven't then power up the important ones like heal and heal supreme. Head to Diona Desert.

#### - Diona Desert -

Watch the scene. You'll be asked what route you should take. Don't worry since we'll cover both stages in this walkthrough.

- **Mt. Eurinoch** - Mardin's suggestion
- **Oreano Plains** - Ticah's suggestion



Enter the area for some scenes. After that, you'll start in the stage you have chosen.



#### - Oreano Plains / Area 1 -

Enemies: Hermitort, Prolebee

Blue Chests: 1000G, Banna Wiggly





- Area 2 -

Enemies: Sky Spirit

Blue Chests: Tight Shorts, <empty>



- Area 3 -

Savepoint

- Area 4 -

Enemies: Bourgeoibee

Blue Chests: Beast Scale, 1600G



- Area 5 -

Blue Chests: Genius Soda, Mythril Ore



- Area 6 -

Save point. Prepare for a boss fight ahead.

- Area 7 -





This boss is deadly because of its laser attack that deals continuous damage. You can control Reiha and buff your attackers first. Heal your allies often. At this point, you should have a powered Heal Supreme spell that will come in handy. This boss can only attack those in front of it most of the time but beware that in prolonged battles, it will release a devastating nova attack around it.

Chapter will end.

**- Mt. Eurinoch / Area 1 -**

**Enemies:** Orthoptera, Hermitter

**Blue Chests:** Banna Wiggly, 1000G



**- Area 2 -**

**Enemies:** Earth Spirit, Goalie

**Blue Chests:** Aquamarine, Frilly Skirt

**- Area 3 -**

savepoint







- Area 4 -

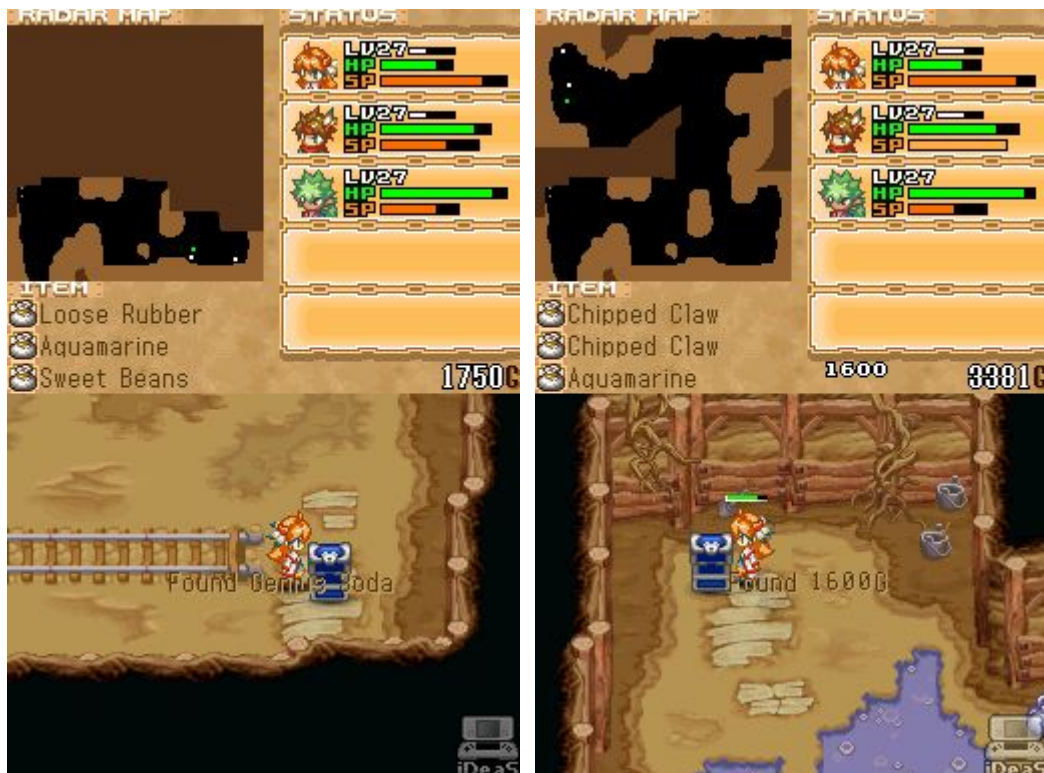
Blue Chests: <empty>, Beast Scale



- Area 5 -

Blue Chests: Genius Soda, 1600G





#### - Area 6 -

Savepoint. Prepare for a boss battle ahead.

#### - Area 7 -

This battle is a bit tougher than the boss in Oreano Plains but drops more loot and gold. This boss hits hard and quite thick-skinned. As usual, it's best to control Reiha and take control of the healing. If the boss burrows, just run around to avoid getting hit by the its mandibles. Just keep healing your allies as necessary and attack with spells that deal continuous damage.



## Chapter 10

### Misunderstanding

After the scene, you'll be back to the world map. Mt. Coryn will be unlocked. There is a new accessory in Dolphin Song so get it if you want. Otherwise head to your destination. As a sidenote, the boss inside Mt. Eurinoch and Oreano Plains will still be there. The good thing is that they will still drop the same amount of exp, loot and gold once you defeat them. It's a good place to power level your characters up to a certain point.

#### - Mt. Coryn / Area 1 -

**Enemies:** Rocktoad, Sea Mule, Dragonish

**Blue Chests:** Banna Wiggly, Genius Soda



#### - Area 2 -

**Enemies:** Wind Spirit, Edge Beetle

**Blue Chests:** 1100G, Warp Wing

#### - Area 3 -

Savepoint



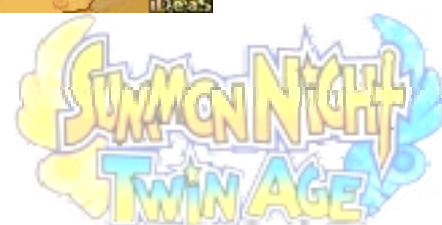




- Area 4 -

Enemies: Cliff Beetle

Blue Chests: Student 1, Flask



- Area 5 -

Blue Chests: Genius Soda, 1700G



- Area 6 -

Savepoint

- Area 7 -

Bossfight





This is not a tough battle, especially if you made 1-3 complete visits on the previous stage. Its attacks are really hard to evade and can hit multiple characters at one so keep your Heal Supreme spell ready. Avoid placing your healer in the frontlines but have her provide healing and support in the enemy's rear. If you have powered up some new skills and entered them on your command palette, you'll see them kick in here.



Watch more scenes. Meet Lila. You'll then enter a battle with her.





Lila like the last summoners you have faced is tough and dangerous. Her attacks can immediately knock out your entire party if not careful. You should watch out for the pink cloud and firestream attacks. It deals continuous damage to everything caught in its path. As usual, controlling your healer would be your best option here since you can take care of the healing at your own will and the Aldo's AI will be more effective in executing special attacks.

From time to time, there are breathers where Lila will resort in melee combat. Use this chance to recharge your SP; it won't be a good if you can't cast healing spells in the middle of a critical attack. There is no effective attack against her so you'll need to endure her attacks and deliver your own. Buff your attackers if you have the chance. This battle may take a while, especially if one of your allies faints.

After the battle, there will more conversations and finally the chat sessions with your party members.



## Chapter 11

### As a Summon Beast

Watch the scenes until you reach the point you'll need to decide whether to listen to Lila or not. Here's what will happen:

- **Follow Lila** -Lila will join the party, Ayn and Nassau will leave.
- **Don't follow Lila** - Lila won't join party, Nassau will leave

Its only temporary so don't worry. The next destination, Tuparoth Chasm will available in the world map. For the meantime, return to the Dolphin Song for a sidequest.



#### - Dolphin Song -

Talk to Nemo. He'll request for some Hyper Glue. This is abundant from the last stage so you shouldn't have any problems completing this request. Exchange 20 Hyperglue to receive a Flask. There will be some new equipment as well.

#### - Mt.Coryn -

The boss will be available for a rematch here. It still gives a lot of exp but give little loot and gold. Head to your next destination when ready.

#### - Tuparoth Chasm / Area 1-

**Enemies:** Webmaker, Merguard, Mersarge

**Blue Chests:** Banna Wiggly





- Area 2-

Enemies: Aqua Spirit

Blue Chests: 1200G, 2ATk scroll



- Area 3-

Blue Chests: Spark Marble

- Area 4-

Save point





### - Area 5-

Enter the area for a scene. You can continue navigating afterwards.

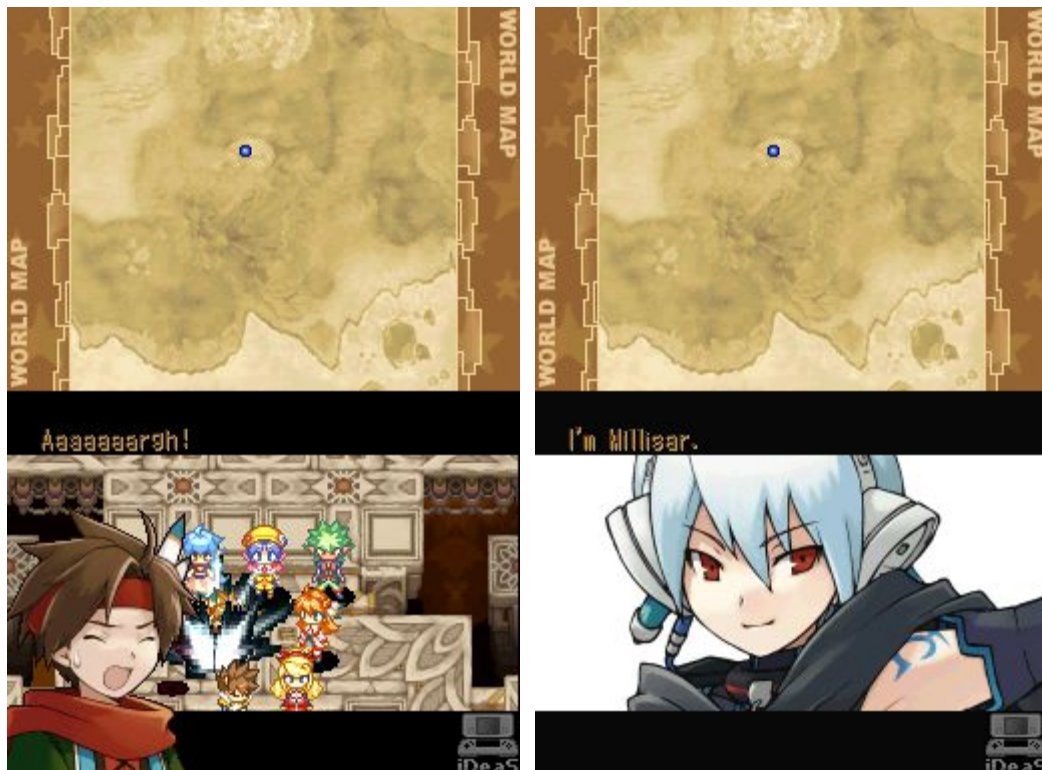
**Enemies:** Archelon

**Blue Chests:** Banna, Wiggly



### - Area 6-

Continue for another scene again. Chapter ends.



## Chapter 12 Tragedy

Nassau (and Ayn) will be back during the scenes. The new location, Catheirn 11 will now be available. You can return to the Tugaroth Chasm Area 6 if you want to clear it. Make sure to collect 1800G, Genius Soda and Skilled 1 from the blue chests in the area.



### - Catheirn 11 / Area 1-

**Enemies:** Hornhopper, Wi. Sentinel, E.Sentinel, Wi. Sentauro

**Blue Chests:** 1300G, Banna Wiggly





- Area 2-

**Blue Chests:** Flask, Banna Wiggly

Beware of the swarm of sentaurs and sentinels here. At this point, you should already have an ultimate attack or two; make sure to use them to eliminate the enemies faster.



- Area 3-

Savepoint

- Area 4-

**Enemies:** Geo Sentaurs, Earth Spirit

**Blue Chests:** <empty>, Genius Soda





- Area 5-

Blue Chests: Warp Wing, 1900G



- Area 6-

Savepoint. Prepare for a bossfight ahead.

- Area 7-

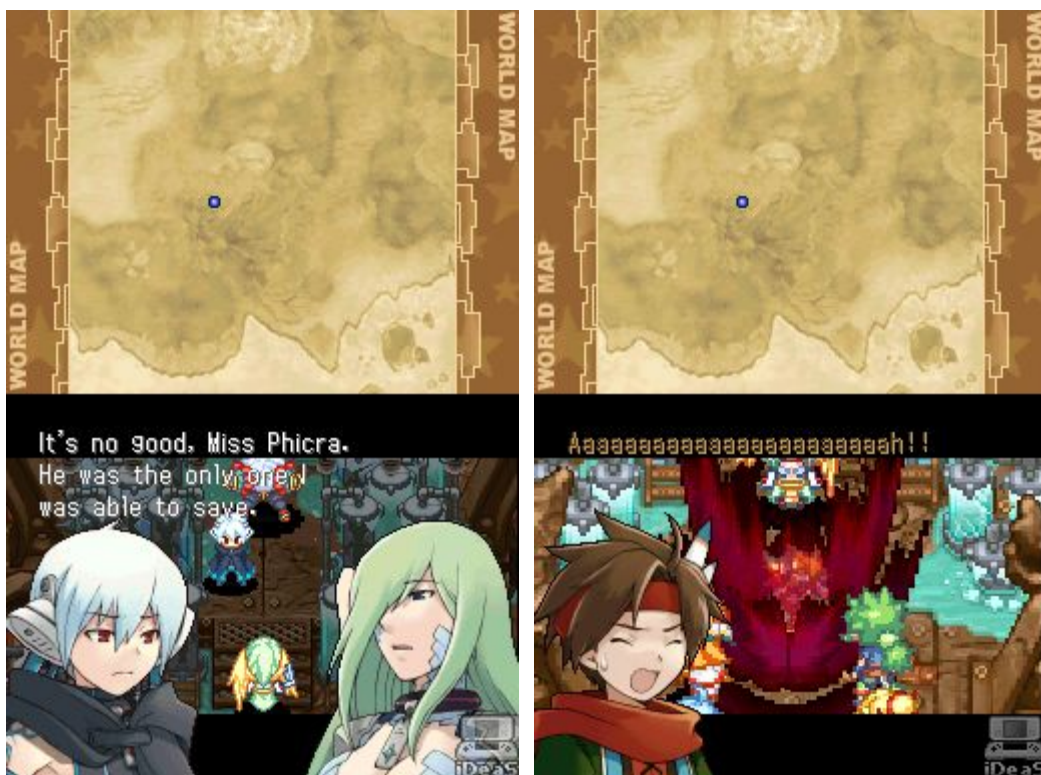


This boss isn't that hard, especially if you didn't have any problems dispatching those sentinels on your way here. You concentrate more on attacking this beast from behind. It does have some critical attacks; however it does nothing more than to take a considerable amount of HP - nothing a single Heal Supreme can't restore.

Watch more scenes after that. Once you gain control, you can head back to Area 6 to save. Proceed to the north exit.



Watch the scenes and the chapter ends.





## Chapter 13

### Friends

Watch the scenes. You'll be taken back to the world map. Get some new skills and prep your gear. Your allies won't be available at the moment so make sure you get the best gear and skills you can get. Return to the Dolphin Song to forge some new items. Talk to the female apprentice summoner and agree to look for her partner lost in the Tuparoth Chasm.

#### - Tuparoth Chasm -

You'll start in Area 4. Just escort the young apprentice safely to the entrance. At this point, you should already have the ultimate spells for Reiha. Use them to clear the group of enemies quicker. You'll receive a Hyper Quill as a reward. Head to your true destination.



#### - Atapo Caves / Area 1A -

**Enemies:** Dark Widow, Puncher Crab

**Blue Chests:** Banna Wiggly

#### - Area 1B -

**Blue Chests:** Genius Soda

#### - Area 2 -

**Enemies:** Kicker Crab, Aqua Spirit

**Blue Chests:** Student 2, 1400G







- Area 3-

Enemies: Geo Quaker

Blue Chests: Genius Soda, Banna Wiggly



- Area 4-

Savepoint



- Area 5-

Blue Chests: 3ATK Scroll, 2000G



- Area 6-

Savepoint

- Area 7-

Enter the area for a scene. Either choice will still land you in a battle with the boss.





This boss will continually spawn underlings so it's recommended to use your ultimate spells to eliminate them quickly. You can switch in between characters just keep the battle away from your healer. Once the boss stretches its limbs, stay away from its reach to avoid continuous damage. Its underlings aren't that much of a threat; however, they may pose as a nuisance so its better they're out of the way. The boss will also release a flurry of punches so have your healing spell ready. You should be able to manage this battle without another party member as long as you have the latest equipment and high level.

More scenes, then party chat. Chapter ends.





## Chapter 14 Hesitation

More conversation. Back in the world map, there is an event in the Tuparoth Chasm. For the meantime, head back to the Dolphin Song and talk to the male apprentice summoner. He'll ask for 12 Tanned Horns. Help him out to get Beauty Drink x2. Visit the Chasm for the event. Whatever decision you choose, you'll need to battle Mardin afterwards.



His attack patterns are still the same. However, since your level is pretty much higher than before, there will be no problems keeping up with him. When using Aldo, use Swords Dance then switch to Reiha if you need healing. While at it, you can also increase Aldo's attack or defense.

Watch more scenes and the chapter ends.



## Chapter 15

### The Broken Bridge

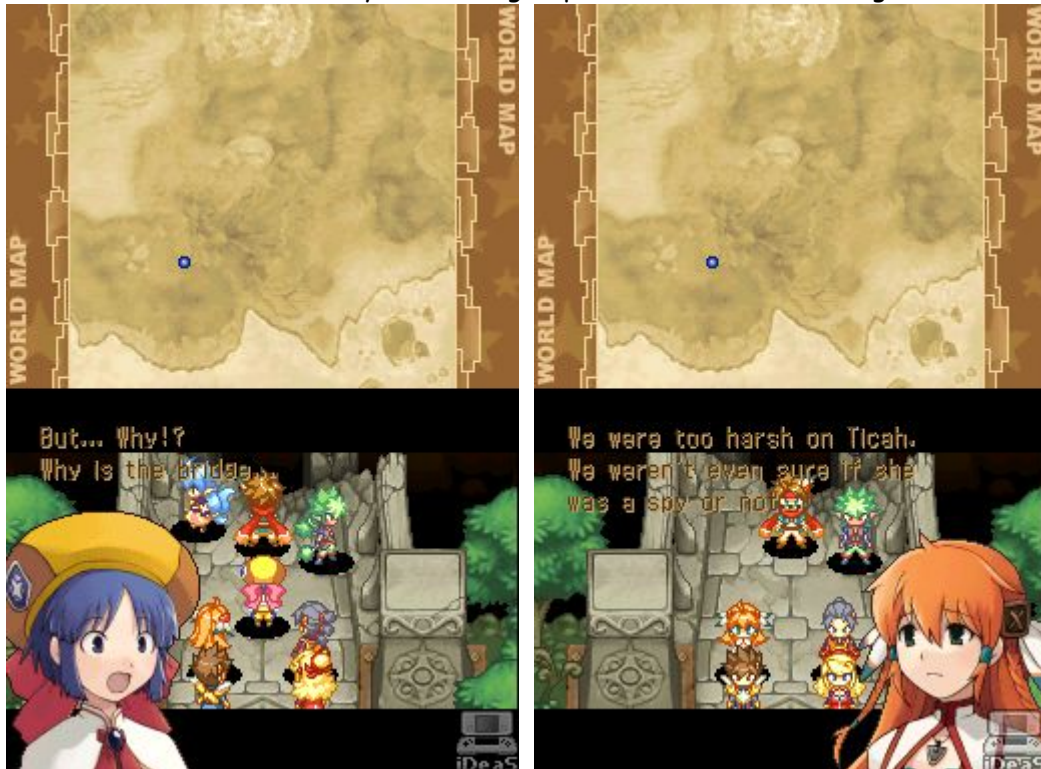
After the scene, Mardin will join the party and everyone else will rejoin as well. Power up/ purchase some new skills.

#### - Battias Forest -

Enter for a short scene. You will need to choose again.

- **Yes....** - Ticah and Ayn will leave the party.
- **No!** - Ticah and Nassau will leave the party.

After making your choice, you'll be brought back to the world map. Re-organize your party if any of those characters were in your active group. Enter Battias Forest again.



#### - Area 1 -

**Enemies:** Fangturtle, Killer Wasp  
**Blue Chests:** Banna Cake, Prilly Cloth.

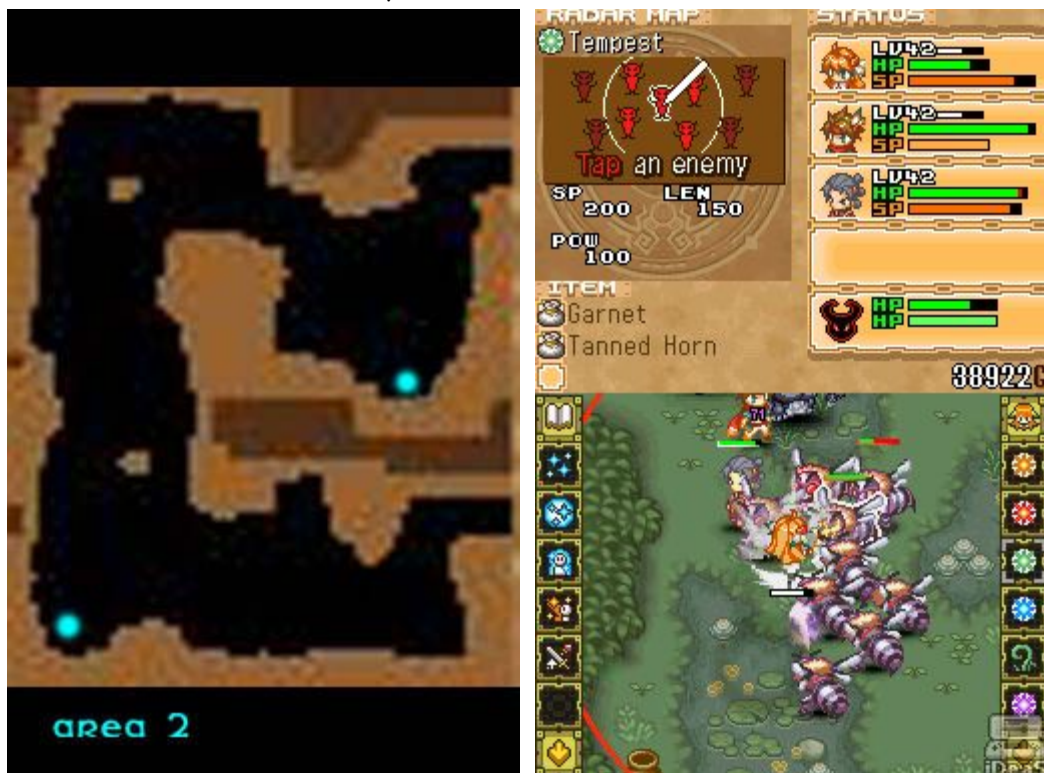




#### - Area 2 -

Enemies: Torture Wasp, Sky Spirit

Blue Chests: 2Atk Scroll, Sturdy Screw



#### - Area 3 -

savepoint





- Area 4 -

Enemies: Roly, King Roly

Blue Chests: Beauty Drink, Skilled 1



- Area 5 -

Blue Chests: Flask, 2100G



- Area 6 -

Savepoint





#### - Area 7 -

This boss only has short and medium range but does pretty damaging attacks nonetheless. Eliminate the two minions then concentrate on taking down the boss. Occasionally, it will release a rotating electric beam that damages all around it. Aside from whipping characters with tentacles, it can also release a short electric burst around its body, damaging characters around it continuously. Just watch your allies' HP and take care of the healing round the clock.

You can chat with your team mates afterwards.





## Chapter 16

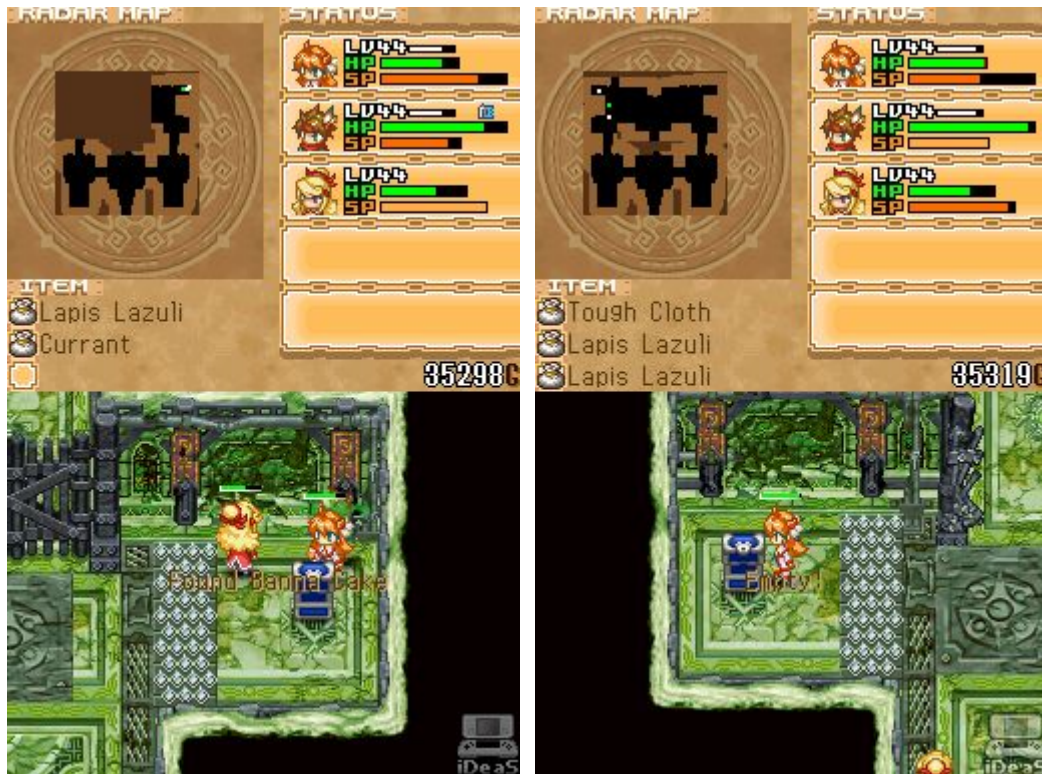
### Betrayal

After the scene, the party members that left in the last chapter will rejoin the party. The new location, Catheirn 16 will now be available. For now, head back to the Dolphin Song. Talk to the female apprentice. She'll request for some Sweet Chips. It is located in one of the blue chests in the next dungeon. You'll receive Arlus's PJs. There will also be some new items available in the shop. To save money, try to forge your equipment instead of buying. Just gather the necessary materials by revisiting the dungeons you have cleared before. Make sure to power up your skills as well.

#### - Catheirn 16 / Area 1 -

**Enemies:** Gargantuoad, PyroSentinel, AeroSentinel

**Blue Chests:** Banna Cake, <empty>



#### - Area 2 -

**Enemies:** Wind Spirit, Gloom Sentaur

**Blue Chests:** Steady Band, 1500G







- Area 3 -  
savepoint

- Area 4 -  
Enemies: BlazeSentaurs, Gale Sentaurs  
Blue Chests: Ace 1, 2200G



SUMMON NIGHT  
TWIN AGE

- Area 5 -

Blue Chests: Curry Soup, Sweet Chips (\*quest item)



- Area 6 -

Savepoint

- Area 7 -





This battle is tough. Millisar can deal continuous damage to your allies using a dark breath (similar to Ifrit Breath) and a dark version of Storm Drive. Your best bet is by keep on healing your allies. Keep their HP above 80% at all times to avoid getting knocked out. Millisar's melee attacks are nothing if your characters' avoid and defense ratings are boosted by good equipment and skills. Just avoid standing too near your allies to prevent getting critically damaged by his attacks.

Watch more scenes and the chapter ends.



## Chapter 17

### Comfort and Suffering

During the scene you will be asked to leave Millisar or wait for him to wake up. You can choose either. Millisar will join the party afterwards. New items will be available at the Dolphin Song. Head to your next destination.

#### - Hadrian Desert / Area 1 -

**Enemies:** Senor Crab, Tempoora

**Blue Chests:** Orlok Scroll, 1600G





**- Area 2 -**

**Enemies:** Fire Spirit, Centistander, Skampi

**Blue Chests:** Banna Cake, 2300G



**- Area 3 -**

**Enemies:** Centiwalker

**Blue Chests:** Flask, Hot Copper

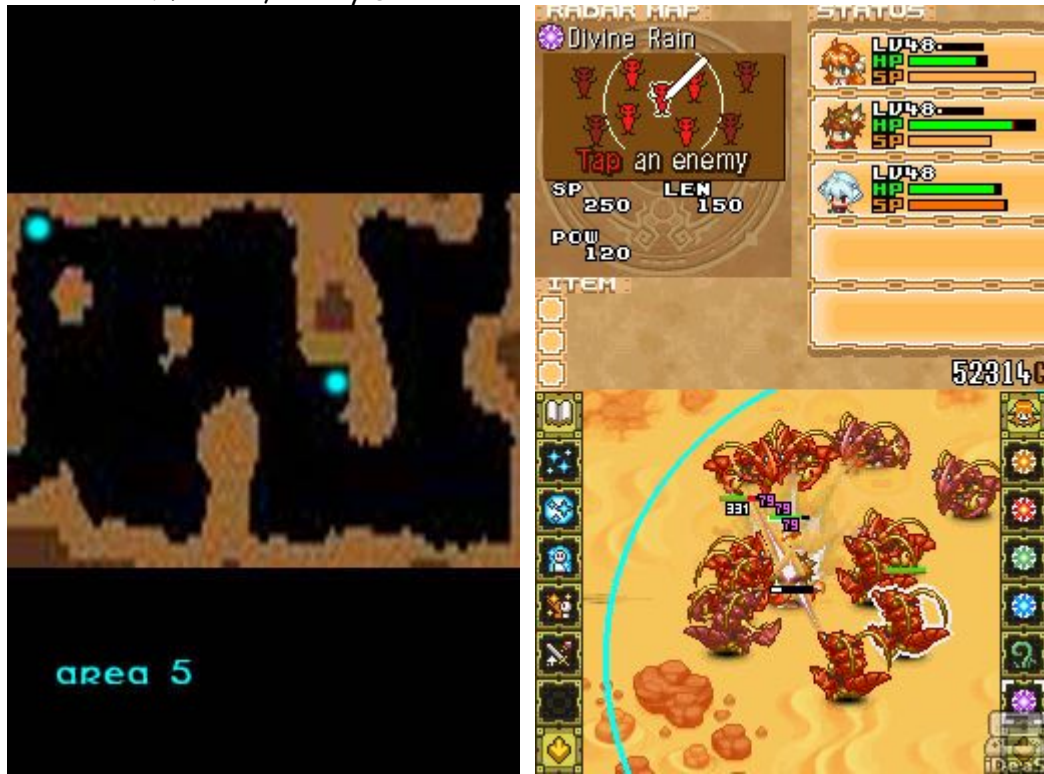


- Area 4 -

Savepoint

- Area 5 -

Blue Chests: Master 1, Beauty Drink



- Area 6 -

Savepoint

- Area 7 -





Two Fire Spirits will serve as minions of this boss. Your allies will normally start attacking the spirits, leaving the boss to you. This boss is pretty aggressive so always watch everybody's HP. Its main attack is a rushing charge that damages everything in its path. Try to cast some ultimate skills here since it's the most effective way of inflicting solid damage.

After the party chat, the chapter ends.



## Chapter 18

### Hidden Agenda

After the scene, Krestae Ruins will now be available. Head back to the Dolphin Song and talk to one of the "crazy hot store clerks". She'll ask for 5 rubies. These rubies can be collected from crates and urns in the new dungeon. You'll get 2 **Curry Soup(s)** in return.

Talk to the Saffron (female apprentice summoner) this time and she'll ask you to find her partner, Caraway in the Hadrian Desert. Check your skills and equipment, then head to the Hadrian first and escort Caraway to the entrance. You'll get **Gale Quill** by doing so.



#### - Ruins / Area 1-

**Enemies:** Bladeshell, Swordshell, Aqua Spirit

**Blue Chests:** 1700G, Banna Cake

#### - Area 2-

**Enemies:** Insector ,Insector

**Blue Chests:** Skilled 2, Sweet Chips

#### - Area 3-

Savepoint







#### - Area 4-

Enemies: VP Crab, Pres. Crab

Blue Chests: 2400G, Beauty Drink



**- Area 5-**

**Blue Chests:** 3Atk Scroll, Ultra Glue



**- Area 6-**

Savepoint. Prepare for a boss fight as usual.

**- Area 7-**

Meet Agnea. You'll need to defeat her afterwards.





Agnea's attacks are accurate and deadly. You should watch out for her smash attack that will damage everybody around her. She can use a more powerful Marsh Trap and Flame Burst. Avoid sticking so close together and make sure to clear out of the trap's field once it is activated. Controlling Reiha will be your best bet here. Remember that even if you're out of the Marsh Trap, there will always be chances that your character will be poisoned as well. Cure it by using Restore, then heal. You'll need to heal often here so it will be good idea to keep your SP up by recharging during intervals.



Watch more scenes and the chapter ends.



## Chapter 19

### Secrets Revealed

Watch the scene. Tunvoss will now be available from the world map. As usual, check your equipment and skills before entering the new area. Also take note that the active ally here will be the one accompanying you until the next chapter; you can only change party members by leaving the dungeon.

#### - Tunvoss / Area 1-

**Enemies:** Toona, Makrel, Pseudragon, Dragon-esque

**Blue Chests:** Curry Soup



#### - Area 2-

**Blue Chests:** Ace 1

#### - Area 3-

**Blue Chests:** Flask







**- Area 4 -**

**Enemies:** Centipediton, H2O Sentinel, CharSentinel, Fire Spirit

**Blue Chests:** 2500G

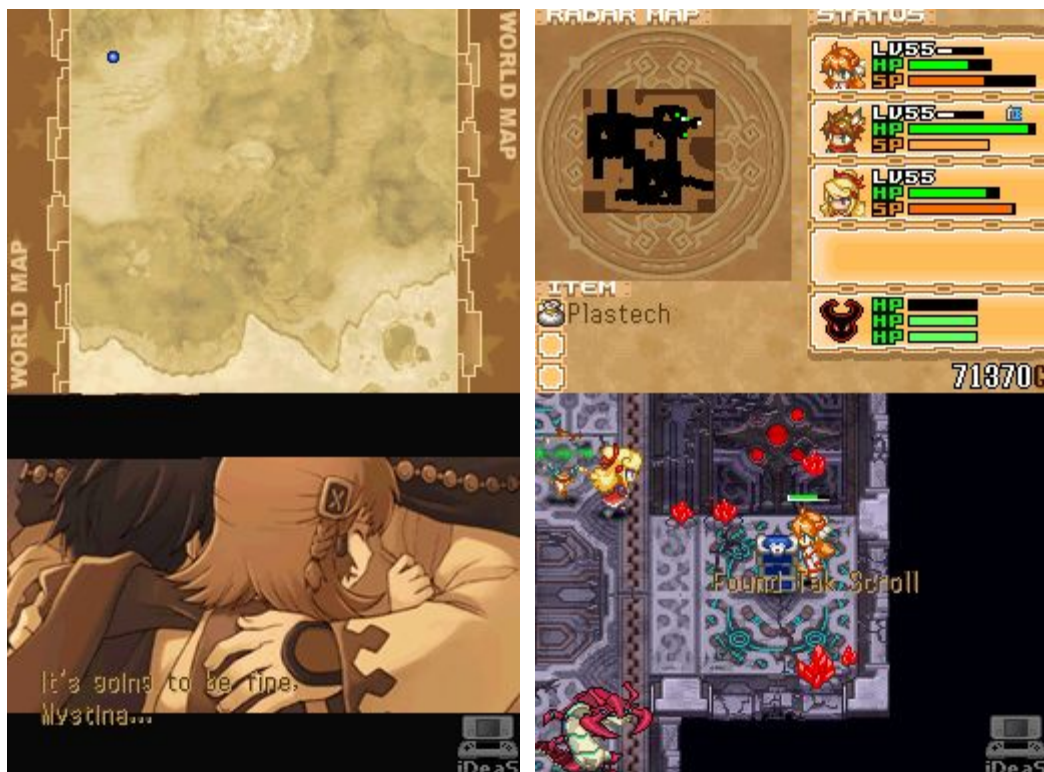
**- Area 5 -**

Savepoint

**- Area 6 -**

Watch for more scenes. After that, there will be more dungeon crawling.

**Blue Chests:** Tak Scroll



**- Area 7 -**

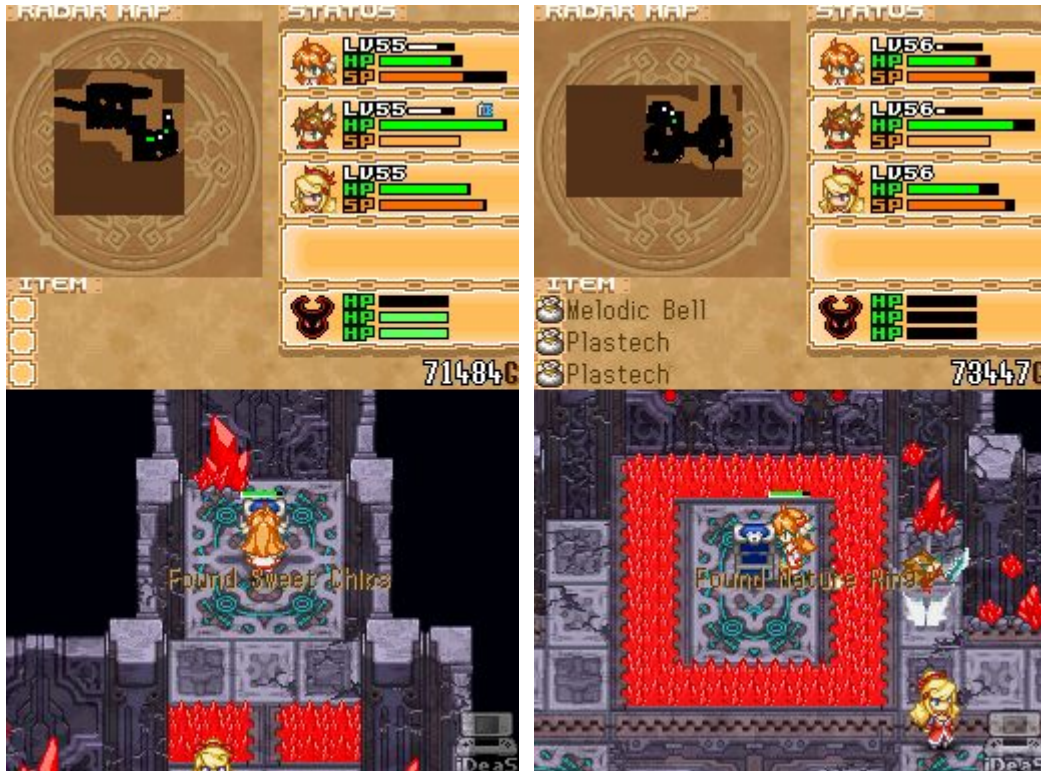
**Blue Chests:** Sweet Chips

**- Area 8 -**

**Blue Chests:** 1800G

**- Area 9 -**

**Blue Chests:** Nature Ring



**- Area 10 -**

Savepoint . Make sure to have a lot of Ener-Z Drinks in stock and put them in your command palette; you'll need this on next battle.

**- Area 11 -**

You'll need to battle Phicra. She isn't that tough but you'll still need to look out for her attacks. She has attacks like Millisar, especially the Storm Drive. There will always be chances that her attacks can inflict Skill Seal so immediately use Ener-Z while using Reiha to cure your ailment, then use Restore your allies' condition and HP. Her melee attacks are quite damaging so make sure to keep your allies' HP above 60% at least. This battle shouldn't take a while.

Party chat. Your main character will receive different items from your allies. Also, there's a large amount of Support points that will be rewarded to the ally that you talk to during this sequence. The active character you used will still receive an ample amount of points even if you didn't talked to her/ him.







Chapter ends after the chat with your selected ally.



## Chapter 20 Eternal Adversary

You will continue from where you left off so be ready. There is a boss battle ahead so be prepared. Watch the scenes and you'll need to battle Ghardib.



SUMMON NIGHT  
TWIN AGE



Ghardib isn't that hard compared to Phicra. His attacks are solid and damaging so you'll be busy healing your characters. Try to buff them in short intervals and use some high level spells to damage him when you have the chance. At this point, you should already have some of the best equipment you can get. Keep the battle away from your healer or better yet, take control of her.

After the battle, there will be more scenes. Another boss battle will follow.



This boss is rather large so it's easy to land hits on it. However, due to its size, it will be hard to keep your party in range for Heal Supreme. What's worse is that your HP and SP from the last battle will be the same in this fight. Make sure to recharge your SP during the first moments of the battle and buff/ heal your characters. This battle won't last that long; just keep on attacking it and the battle will end automatically.



More scenes will take place. The final battle will follow.





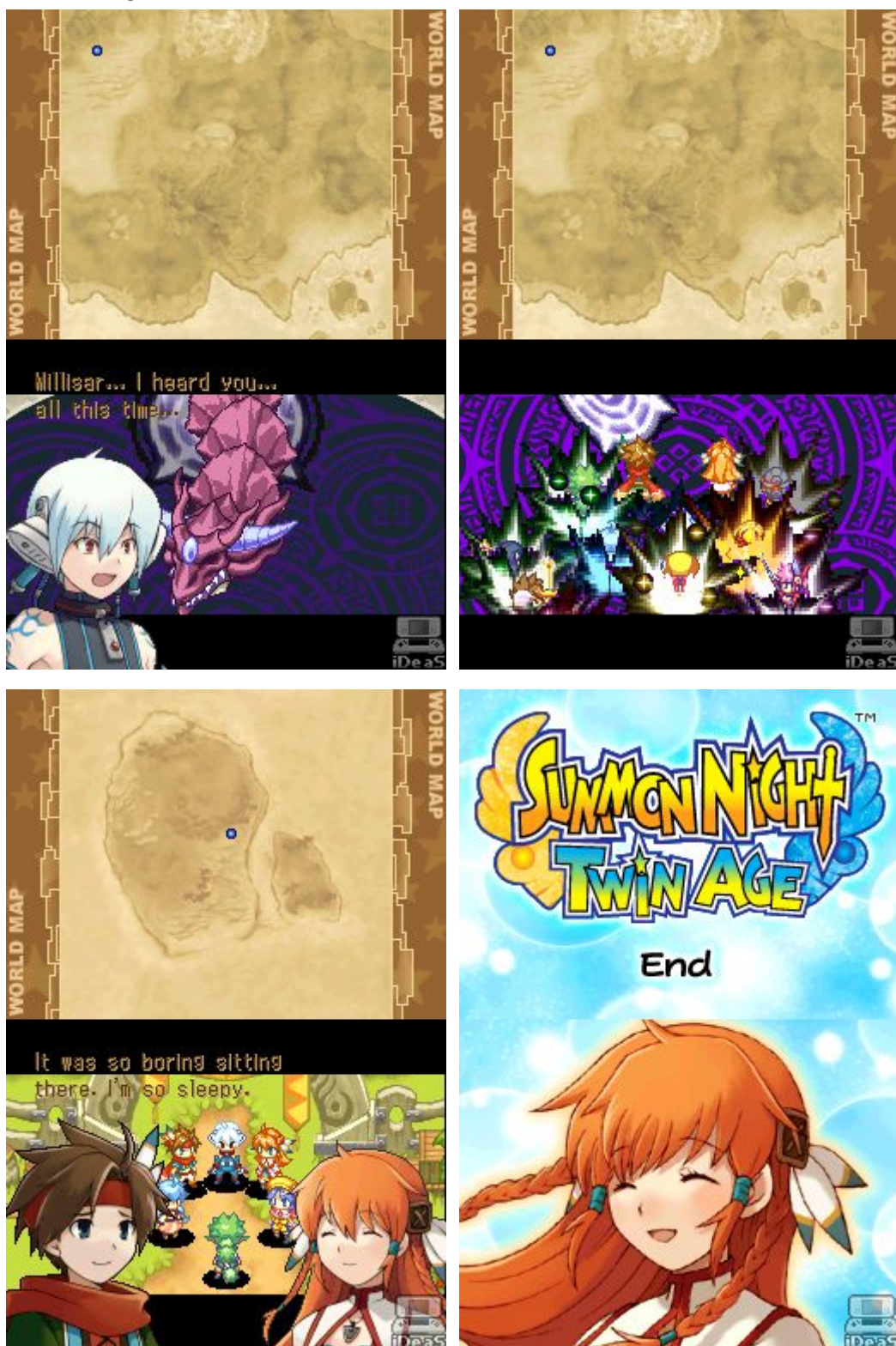
There will be five heads that you'll need to battle. Concentrate on either two first. Use Aldo's ultimate skills to deal damage while your allies dish out the attacks on their own. If ever Reiha's SP has been depleted, quickly switch to her, find a safe place and recharge. A claw will occasionally appear from the ground but if your evasion is high, it won't hit you that often. After eliminating the two, switch to the other side and repeat.



Once all the other 4 heads are defeated, you can now concentrate on the central head. It will release a powerful beam so don't attack it up front. Heal and recharge between intervals and switch between your main characters as you see fit.



After defeating it, watch more scenes in between the credits.



Congratulations for finishing the game!





## Chapter EX

You'll be asked to save your game. After that, switch over to the next map to reveal Tornis Caverns. There will also be some new equipment and items from the Dolphin Song as well. Check it out.

### - Tornis Cavern / Area 1 -

**Enemies:** QAnt Tester, QAnt Lead

**Blue Chests:** 1900G

### - Area 2 -

**Enemies:** Sky Sentauro, Holy Sentauro, Wrath Spirit

**Blue Chests:** Banna Sundae

### - Area 3 -

**Enemies:** Geo Spirit

**Blue Chests:** <empty>



### - Area 4 -

Savepoint



- Area 5 -

Enemies: Worker Bee, Bee Manager

Blue Chests: 2600G

- Area 6 -

Blue Chests: Ace 2, Adamant Band



- Area 7 -

Blue Chests: Beauty Drink, Curry Soup





- Area 8 -

Savepoint

- Area 9 -



The only thing to look out for when facing this boss is its charge that deals critical damage to anyone unlucky enough to stay on its path. I suggest attacking it from the sides or rear. It has some moves that will leave it open for attacks. Avoid using Sky (Divine Rain) elemental attacks as it absorbs it. Other elements such as Earth/Geo spells does decent damage per spell on this boss.

- Hygrean Marsh -

This dungeon will be available after defeating the boss in the Tornis Caverns.

- Area 1 -

**Enemies:** Bandito, Desperado, Sumo Turtle

**Blue Chests:** Banna Sundae

- Area 2-

**Enemies:** TortugaLucha, DelugeSpirit

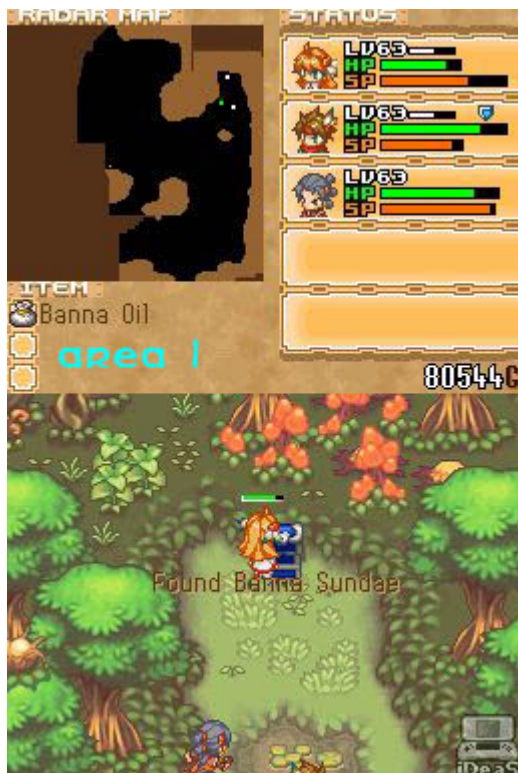
**Blue Chests:** 2000G, Orlok Scroll

- Area 3-

**Enemies:** TerrorSpirit

**Blue Chests:** Banna Sundae





- Area 4-

Savepoint

- Area 5-

Enemies: Wildcutters, Crazy Shears, Deathipede

Blue Chests: Sweet Chips, 2700G





**- Area 6-**

**Enemies:** Mortipede

**Blue Chests:** Beauty Drink

**- Area 7-**

**Blue Chests:** Master 1



**- Area 8-**

Savepoint. Prepare for a boss fight.

**- Area 9-**

Like the last bosses, this boss is not really that hard. Its attacks can be endured without healing immediately. You can also use Sky elemental attacks since they seems to work well against this boss. It does have a melee attack that deals a series of damage so watch out for that. Other than that, this boss isn't really that much of a threat.



#### - Palmaquis Dunes / Area 1-

Enemies: Hobocrawfish, Lobsturbo

Blue Chests: Curry Soup

#### - Area 2-

Enemies: Destroyer, Mist Spirit

Blue Chests: Banna Sundae





**- Area 3-**

**Enemies:** Meatcutter, Bonecutter

**Blue Chests:** 2100G, Tak Scroll



**- Area 4-**

Savepoint

**- Area 5-**

**Enemies:** Wind D'Uhm, Blaze Spirit

**Blue Chests:** Orichalcum

**- Area 6-**

**Enemies:** Fire D'Uhm

**Blue Chests:** 2800G, <empty>

**- Area 7-**

**Enemies:** Manic Beetle

**Blue Chests:** Sweet Chips

**- Area 8-**

Savepoint





#### - Area 9-

Don't use sky elements here. Use fire attacks instead. This boss' melee attack is solid but not that dangerous. You can actually endure a few hits before even needing to heal. Nothing special to note at this battle since this is a pretty generic fight like the other optional bosses.

#### - Mt. Helios / Area 1-

Enemies: Escargot, Escargone

Blue Chests: Banna Sundae

#### - Area 2 -

Enemies: Escargone, Cannonball, Storm Spirit

Blue Chests: 2200G





**- Area 3 -**

**Enemies:** Donk Eyface, Pon Eyface, Hors Eyface

**Blue Chests:** Plastech-X, Warp Wing



**- Area 4 -**

Savepoint

**- Area 5 -**

**Enemies:** Terra Spirit

**Blue Chests:** Banna Sundae



- Area 6 -

Enemies: Meatball

Blue Chests: 2500G, Master 2



- Area 7 -

Blue Chests: Prism Plume





**- Area 8-**

Savepoint

**- Area 9-**



At this point, your level should be sufficient enough to withstand the boss' rapid shot attacks. Buff and heal your characters by placing Reiha to the sides or rear. No special tactics needed for this boss; just fight like you normally do.

**- Aphelion -**

This area has bosses in almost each floor. Save and recharge often before heading to the next area. Remember that if you leave this dungeon, all enemies will be reset so you'll need to fight them again, just in case.

**- Area 2 -**

This boss will have two underlings working for it. Use elemental attacks against them, preferably ice or sky based attacks. You can prevent the main beetle from charging through your party by continuously attacking it. Combos and spells work wonders in keeping it at bay.





### - Area 3 -

Use aqua spells against these guys and about getting mobbed in the middle. Your ultimate skills will save you a lot of trouble here so make sure to abuse them. Watch out for their fire breath attacks. It deals critical and continuous damage per hit. Heal as often as you like and avoid sticking too close to each other. Use water based attacks to deal more damage.





#### - Area 4 -

Again, getting trapped in the middle of these bugs is not a good idea. Cast wind elemental spells to kill the lesser minions. Once the main bug is alone, use fire-based attacks to deal the most damage. They only have two attacks; the poison gas or rolling to your characters to damage them. You can stop them from doing this by attacking continuously through combos and such.



#### - Area 5 -

This boss releases Yodomis and can inflict poison when attacking your characters. Use wind attacks to eliminate the Yodomi and deal heavy damage to the main boss.



When trying to target an enemy, I suggest targeting the main boss itself since the yodomis are easy to kill. Don't let them grow in numbers though or you'll be in big trouble. Obtain **Ninjitsugi**.

#### - Area 6 -

Just like the previous boss you fought before, this boss can deal electric damage to anybody caught in its sudden surge. It will also release a beam rotating around it which can deal heavy damage. Use geo-based attacks against these bosses. Get **Vigor Band**.



#### - Area 7 -





Just like before, avoid getting caught in the middle of these oversized tortoises. Use sky-based attacks to deal heavy damage to these enemies.

#### - Area 8 -

This battle could be a tough one. This boss can deal continuous damage to everyone in front of it. Control Reiha and take care of the healing. Avoid letting your allies' HP go below 60% since this boss can repeat the attacks over and over again. Furthermore, this boss will immediately position itself in the topmost part of the battlefield to avoid being flanked. Avoid using wind attacks since it absorbs them. Use fire attacks instead.



#### - Area 9 -



This is the last battle in this area. This boss is the same as the one on Mt. Eurinoch. It will burrow underground and attack your characters so avoid staying still in one place. It is also untargetable and invincible while in this mode. So far, aqua is the only one dealing the most damage out of all enemies so use that often. Its attacks won't hit you often but it does deal critical damage.

That's it for the EX dungeons.



## Post Game Notes



When you start a new game, you'll be able to load the following:

- Money
- Support Ranks
- Bestiary
- Skill points
- Skill Level



## Credits



-- To my friends and family for supporting this little hobby of mine

-- Thanks to the gaming sites, primarily IGN and Chaptercheats for providing me free games to cover and to earn something for contributing

-- And to you for using this guide.

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